



Instructions

2+ Players • Ages 14+ • 35 minutes

Object: Be the first player to build a timeline of 10 event cards. Each player builds a timeline by placing events in the correct chronological order.

Contents: 429 double-sided event cards (858 total events)

Getting Started:

1. Place the box of event cards where it is easily reached. Keep the cards in the box so that the years at the bottom of the cards are hidden from view. While playing, keep the yellow side of the cards facing one direction, and the blue side facing the other direction.

2. Choose to play either the yellow side or blue side of the event cards for the entire game. Either side is fine, the colors simply break the 858 events into two groups.

3. Each player draws one card from the card box, reads aloud the event and the year of the selected color, and then places it face up in front of him or her.

Each player now has a timeline of one event card.

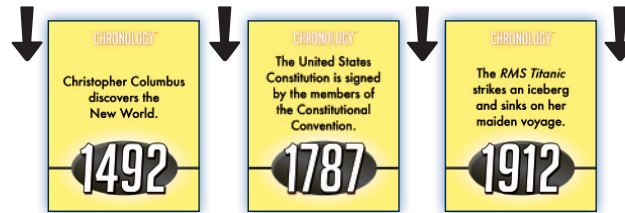
How to Play:

1. The oldest player draws an event card from the card box to begin. He or she reads the event out loud *without revealing the year*.

2. The player to the left of the reader must announce and point to where he or she thinks the event occurs in his or her timeline. It will occur before or after the event card in his or her timeline. As a player accumulates more cards, the event will occur before, after, or between the event cards face up in his or her timeline.

Example: There are three cards in a player's timeline: 1492, 1787, and 1912.

This player can guess: before 1492, between 1492 and 1787, between 1787 and 1912, or after 1912.



If the player guesses correctly, he or she wins the card and places it face up in the proper position in his or her timeline. Then this player draws the next event card and reads it out loud as in Step 1 of How to Play.

If the player guesses incorrectly, the next player to the left tries to win the card by guessing where it fits in his or her own timeline. If that player misses, play proceeds clockwise around the table until someone guesses correctly. (*See 'guessing correctly' above*)

If no one guesses correctly and play returns to the reader, the reader announces the year on the card and discards it to the back of the card box. Then the player to the left of the reader draws the next event card and reads it out loud as in Step 1 of How to Play.

3. The game continues in this manner until one person accumulates 10 event cards in his or her timeline. That player is the winner and the game is over.

Matching Years: There is a chance that an event occurs in the same year as a card already in a player's timeline. To win the card, the player must select the location immediately before or after the year it matches. If won, the card is placed on either side of the event card with the matching year.

Please know that as our ability to understand and evaluate history improves, the years of certain events may change. We have used the most accurate and current information available at the time of publication.

Product Warranty: If you discover a defect in your product within 90 days of purchase, we will replace the product without question or qualification. Simply cut the UPC bar code from the side of the product package and send it to us along with a brief description of the defect. Either include a copy of the receipt or list the date and place of purchase. Send to: Buffalo Games, 220 James E. Casey Drive, Buffalo, NY, 14206.